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Specification for Patent Application

TITLE "Method and Apparatus for Promoting Play on a Network"

APPLICANT Acres Gaming, Inc.

COUNTRY Australia

TYPE Divisional

NUMBER 2003204730

DATE 13 June 2003

METHOD AND APPARATUS FOR PROMOTING PLAY
ON A NETWORK OF GAMING DEVICES
BACKGROUND OF THE INVENTION

5 This invention relates generally to gaming devices and more particularly to a method and apparatus for promoting play on a network of gaming devices.

SUMMARY OF THE INVENTION

10 In accordance with an aspect of the present invention there is provided a method and apparatus for controlling a bonusing promotion system using a bonus server interconnected to a plurality of gaming devices. A percentage of a wager played on each gaming device is accumulated into a bonus pool stored on the bonus server. The bonus pool is compared to a threshold value stored on the bonus server each time the bonus pool changes. One of the gaming devices is selected when the threshold value is substantially met. A bonus prize funded by the bonus pool is 15 awarded to the selected gaming device.

20 The foregoing and other features and advantages of the invention will become more readily apparent from the following detailed description of a preferred embodiment of the invention which proceeds with reference to the accompanying drawings.

BRIEF DESCRIPTION OF THE DRAWINGS

25 FIG. 1 shows a functional block diagram of a gaming device according to the present invention.

FIGS. 2A through 2N show screen images for configuring the bonus promotions of the present invention.

FIG. 3 shows a flow diagram of a method for controlling visual feedback of bonus eligibility using the gaming device of FIG. 1.

30 FIG. 4 shows a flow diagram of a routine for determining bonus eligibility in the method shown in FIG. 3.

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ABSTRACT OF THE DISCLOSURE

10 A method and apparatus for controlling a bonusing promotion system using a bonus server interconnected to a plurality of gaming devices is described. A percentage of a wager played on each gaming device is accumulated into a bonus pool stored on the bonus server. The bonus pool is compared to a threshold value stored on the bonus server each time the bonus pool changes. One of the gaming devices is selected when the threshold value is substantially met. A bonus prize funded by the bonus pool is awarded to the selected gaming device.

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